

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A gaming system, comprising:
a gaming device containing a game to be played by a user;
a value tracker structured to track an amount of monetary value accepted into the gaming device, and to track an amount of monetary value output from the gaming device; and
a warning generating system structured to generate a warning signal based on a comparison of the monetary value accepted into the gaming device and the monetary value output from the gaming device for predetermined time periods of different durations wherein the duration of one time period is at least a day long while the duration of another time period is less than a day and wherein each time period has an associated warning threshold that is based on the duration of the time period with which it is associated such that a warning signal is generated when the comparison indicates that a warning threshold for a time period is exceeded.
2. (Original) The gaming system of claim 1 wherein the value tracker is structured to track an amount of monetary value accepted into the gaming device by one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.
3. (Original) The gaming system of claim 2 wherein the value tracker is structured to track credits or cash equivalents transferred to the gaming device from a gaming network to which the gaming device is coupled.
4. (Original) The gaming system of claim 2 wherein the value tracker is structured to track credits or cash equivalents transferred to the gaming device from a player account.

5. (Original) The gaming system of claim 2 wherein the value tracker is structured to track credits or cash equivalents transferred to the gaming device from a physical device.

6. (Previously presented) The gaming system of claim 5 wherein the physical device is one or more selected from the group of a card, a smartcard, a coupon, and a ticket.

7. (Original) The gaming system of claim 1 wherein the value tracker is structured to track an amount of monetary value output from the gaming device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to the user of the gaming device.

8. (Original) The gaming system of claim 7 wherein the value tracker is structured to track credits or cash equivalents transferred from the gaming device to a gaming network to which the gaming device is coupled.

9. (Original) The gaming system of claim 7 wherein the value tracker is structured to track credits or cash equivalents transferred from the gaming device to a player account.

10. (Original) The gaming system of claim 7 wherein the value tracker is structured to track credits or cash equivalents transferred from the gaming device to a physical device.

11. (Previously presented) The gaming system of claim 10 wherein the physical device is one or more selected from the group of a card, a smartcard, a coupon, and a ticket.

12. (Previously presented) The gaming system of claim 7 wherein the value tracker is structured to track jackpots.

13 - 14. Canceled

15. (Previously amended) The gaming system of claim 1 wherein a time period is resettable.

16. Canceled.

17. (Previously presented) The gaming system of claim 1 wherein the time periods can operate concurrently.

18. (Previously presented) The gaming system of claim 1 wherein a time period is one hour.

19. (Previously presented) The gaming system of claim 1 wherein a time period equals a duration of a casino employee work shift.

20. (Previously presented) The gaming system of claim 1 wherein the value tracker is structured to track the amount of monetary value accepted into the gaming device, and the amount of monetary value output from the gaming device in real time.

21. (Previously presented) The gaming system of claim 1 wherein the warning signal is generated on a display screen coupled to a gaming network.

22. (Previously presented) The gaming system of claim 1 wherein the value tracker is resident on the gaming device.

23. (Previously presented) The gaming system of claim 1 wherein the value tracker is resident on a network to which the gaming device is coupled.

24. (Previously presented) The gaming system of claim 1 wherein the warning generating system is resident on the gaming device.

25. (Previously presented) The gaming system of claim 1 wherein the warning generating system is resident on a network to which the gaming device is coupled.

26. (Currently amended) A gaming system, comprising:
a gaming device containing a game to be played by a user;
one or more money trackers structured to track an amount of monetary value accepted into the gaming device, and to track an amount of monetary value output from the gaming device;
a data calculation system coupled to the one or more money trackers, the data calculation system configured to generate a payout warning based on the amount of monetary value accepted into the gaming device and the amount of monetary value output from the gaming device wherein the data calculation system is configured to exclude jackpot payouts that occur as the result of game play in the amount of monetary value output from the gaming device to prevent an unwarranted payout warning; and
a warning generating system coupled to the data calculation system, the warning generating system configured to generate a warning signal responsive to the payout warning of the data calculation system.

27. (Previously presented) The gaming system of claim 26 wherein the one or more money trackers is structured to track an amount of monetary value accepted into the gaming device by one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

28. (Previously presented) The gaming system of claim 26 wherein the one or more money trackers is structured to track an amount of monetary value accepted into and output from the gaming device during a time period.

29. (Previously presented) The gaming system of claim 26 wherein the one or more money trackers is structured to track an amount of monetary value output from the gaming device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits

or cash equivalents transferred from the gaming device, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to the user of the gaming device.

30. Canceled.

31. (Original) The gaming system of claim 26 wherein the warning signal is a visual signal.

32. (Original) The gaming system of claim 26 wherein the warning signal is an audible sound.

33. (Original) The gaming system of claim 26 wherein the warning signal is a signal transmitted on a wireless communication system.

34. (Previously presented) The gaming system of claim 33 wherein the wireless communication system is a plurality of radios monitoring a same frequency.

35. (Original) The gaming system of claim 26 wherein the warning signal comprises creating a list of suspect gaming devices.

36. (Original) The gaming system of claim 26 wherein the warning signal comprises creating an entry in an event log.

37. (Original) The gaming system of claim 26 wherein the warning generating system is also configured to shut down the gaming device responsive to the payout warning signal.

38. (Currently amended) A gaming device that includes a set of game electronics structured to monitor events of the gaming device, comprising:

an input accounter structured to record transactions of monetary value accepted into the gaming device during a time period;

an output accounter structured to record transactions of monetary value generated by the gaming device for the benefit of a game user during the time period;

a warning calculator coupled to the input accounter and the output accounter, the warning calculator structured to generate a payout warning signal based on the recorded transactions wherein the warning calculator is structured to omit one or more recorded transactions of monetary value generated by the gaming device during play of the gaming device when determining whether to generate the payout warning signal to thereby prevent an unwarranted payout warning signal; and

a data transmitter coupled to the warning calculator and structured to transmit the warning signal over a communication network coupled to the gaming device.

39. (Previously presented) The gaming device of claim 38 wherein the input accounter is structured to track an amount of monetary value accepted into the gaming device by way of one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

40. (Previously presented) The gaming device of claim 38 wherein the output accounter is structured to track an amount of monetary value output from the gaming device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to the game user.

41. Canceled.

42. (Previously presented) The gaming device of claim 38 wherein the warning calculator comprises a comparator structured to compare one or more calculated values with one or more predetermined values.

43. (Previously presented) The gaming device of claim 38 wherein the warning calculator is structured to generate the payout warning signal when the monetary value generated by the gaming device less the monetary value accepted into the gaming device is above a threshold amount.

44. (Previously presented) The gaming device of claim 38 wherein the warning calculator is structured to generate the payout warning signal when the monetary value generated by the gaming device during a time period less an amount of monetary value accepted into the gaming device during the time period is above a threshold amount.

45. (Previously presented) The gaming device of claim 38 wherein the set of game electronics further comprises a shutdown circuit structured to prevent gameplay when it receives the warning signal.

46. (Previously presented) A system for generating a warning signal based on monetary value transactions at a gaming device, the system comprising:

- a game input accounter structured to record transactions of monetary value accepted into the gaming device;

- a game output accounter structured to record transactions of monetary value generated by the gaming device;

- a warning calculator coupled to the game input accounter and the game output accounter, the warning calculator structured to generate a payout warning signal based on the monetary value accepted into the gaming device and the monetary value generated by the gaming device wherein the warning calculator is structured to omit one or more recorded transactions of monetary value generated by the gaming device during play of the gaming device when determining whether to generate the payout warning signal; and

a warning generator coupled to the warning calculator and structured to generate a warning signal responsive to receiving the payout warning signal.

47. (Previously presented) The system of claim 46 wherein the input accounter is structured to track an amount of monetary value accepted into the gaming device by way of one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

48. (Previously presented) The system of claim 46 wherein the output accounter is structured to track an amount of monetary value output from the gaming device by one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to a user of the gaming device.

49. (Original) The system of claim 46 wherein the warning calculator is structured to generate the payout warning signal when the monetary value generated by the gaming device during a time period less the monetary value input accepted into the gaming device during the time period is above a threshold amount.

50. Canceled.

51. (Previously presented) A method for providing an accounting safeguard on a networked gaming device, comprising:

recording an amount of monetary value paid by the gaming device;

comparing the amount of monetary value paid by the gaming device to one or more predetermined values, including obtaining the amount of monetary value paid by the gaming device, subtracting an amount of monetary value accepted into the gaming device from the amount of

monetary value paid by the gaming device to obtain a difference value, and comparing the difference value to one or more predetermined values; and

issuing a warning if the amount of monetary value paid by the gaming device exceeds the one or more predetermined values.

52. Canceled

53. (Previously presented) The method of claim 51, further comprising generating one or more predetermined values by tracking an amount of monetary value accepted into the gaming device by way of one or more of: currency, bills, or tokens deposited into the gaming device, credits or cash equivalents transferred to the gaming device, coupons or tickets redeemed by the gaming device or redeemed elsewhere on a gaming network to which the gaming device is coupled, and transfers of bonus, payout or other awards to the gaming device.

54. Canceled.

55. (Previously presented) The method according to claim 51 wherein recording an amount of monetary value paid by the gaming device comprises recording an amount of monetary value paid by the gaming device via one or more of: currency, bills, or tokens physically discharged from the gaming device, credits or cash equivalents transferred from the gaming device, coupons or tickets generated by the gaming device or generated elsewhere on a computer network to which the gaming device is coupled, handpays generated in response to gaming device commands, and transfers of bonus, payout or other awards to a user of the gaming device.

56 - 57. Canceled

58. (Original) The method of claim 51 wherein issuing a warning if the amount of monetary value paid by the gaming device exceeds the one or more predetermined values comprises:

when the amount of monetary value paid by the gaming device exceeds the highest of the one or more predetermined values, issuing a first type of warning; and

when the amount of monetary value paid by the gaming device does not exceed the highest of the one or more predetermined values, but does exceed a second highest of the one or more predetermined values, issuing a second type of warning.

59. (Original) The method of claim 51, further including prohibiting a game on the gaming device from operating if the gaming device issues a warning.

60. (Original) The method of claim 51 wherein issuing a warning comprises generating a visual signal.

61. (Original) The method of claim 51 wherein issuing a warning comprises generating an event log entry.

62. (Original) The method of claim 51, further comprising transmitting a warning signal over a gaming network.